

**ARTICLE 20:18**  
**GAMING COMMISSION -- DEADWOOD GAMBLING**

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**20:18:15:01.01. Types of blackjack authorized.** The retail licensee may conduct the following blackjack games:

- (1) Rainbow 21;
- (2) Ten sticks 21;
- (3) 21 + 3;
- (4) Lucky ladies blackjack;
- (5) Progressive blackjack;
- (6) STREAK blackjack;
- (7) Buster blackjack;
- (8) Winners option blackjack;

- (9) Blackjack switch;
- (10) Dealer Bust 21;
- (11) Dead Man's Hand blackjack;
- (12) War blackjack;
- (13) Lucky Lucky blackjack; ~~and~~
- (14) Free Bet blackjack; and
- (15) Bonus Spin Counts Kustom blackjack.

**Source:** 37 SDR 131, effective January 10, 2011; 40 SDR 101, effective December 2, 2013; 42 SDR 77, effective November 30, 2015.

**General Authority:** SDCL 42-7B-4(3), 42-7B-7.

**Law Implemented:** SDCL 42-7B-4(3), 42-7B-7, 42-7B-15.

**20:18:15:30.11. Variations of the play -- Dead Man's Hand blackjack.** Dead Man's Hand is a variation of the game of blackjack and must be dealt and played following the standard rules of blackjack except as follows:

- (1) Dead Man's Hand blackjack is an optional bet for blackjack;
- (2) Dead Man's Hand blackjack may only be played on tables displaying the Dead Man's Hand styled table layout. The game shall be played using one, two, five, six or eight standard 52-card decks;
- (3) At the discretion of the retail licensee, any player who wishes to place a tip bet for the dealer on the Dead Man's Hand bet shall be paid at the

same odds as the player's winning bet. The retail licensee may require tip bets to be in an even dollar amount and may limit the maximum amount of such tip bets;

(4) At the same time a player makes a standard blackjack bet, the player has an opportunity to make an additional optional bet in an even dollar amount known as the Dead Man's Hand. The minimum and maximum amounts of the Dead Man's Hand bet permitted shall be posted on the table signage and cannot be more than the original blackjack bet;

(5) If the player is playing more than one hand, the same number of Dead Man's Hand bets can be made. Any player that has made the Dead Man's Hand bet and are not dealt at least one ace or one eight on the player's initial first two cards loses the Dead Man's Hand bet;

(6) Any player who makes the Dead Man's Hand bet wins if one of the player's first two cards dealt is an ace or an eight ~~and~~ or if the player's first two cards are an ace and an eight shall be paid according to the posted pay table. A player also wins and shall be paid according to the posted pay table if the dealer has a blackjack and the player's first two cards are ~~an ace and an eight~~, a pair of aces, or a pair of eights;

(7) Any player who has been dealt a pair of aces or a pair of eights can choose to split the hand. No additional Dead Man's Hand bet is required to split the hand. Splitting pairs shall be handled as follows:

(a) Standard house policy applies to splitting pairs;

- (b) Players may split pairs up to three times for a maximum of four hands;
- (c) If a player splits a pair of eights and then receives cards that bust the hand, the dealer shall remove the cards that busted the hand and leave the initial eights in a horizontal position. Once the player has completed taking hits, the dealer shall calculate the winning pay out according to the posted pay table and pay the player accordingly;
- (d) A player shall be paid for the number of aces or eights, or both, which the player has been dealt when all splitting is done;
- (e) If the player splits but does not receive any additional aces or eights, the player shall be paid for the initial pair of aces or eights according to the posted pay table;
- (f) Depending on the pay table the retail licensee chooses to use, the objective of the game is to be dealt four sets of ~~either aces or eights, or both,~~ soft nineteens after splitting the player's initial pair of aces or eights; and
- (g) The game then continues to the next player;

(8) Any player who makes the Dead Man's Hand bet and is dealt a pair of aces or a pair of eights may choose not to split the pair and complete the hand according to the player's preference. This hand shall be paid double the

payout for just one ace or one eight on the player's first two cards according to the posted pay table; and

(9) Pay table:

	Pay table 1	Pay table 2	Pay table 3	Pay table 4	Pay table 5
4 -- Sets of A-8's				500 to 1	500 to 1
3 -- Sets of A-8's				250 to 1	250 to 1
2 -- Sets of A-8's	50 to 1	<del>25 to 1</del> 50 to 1	<del>50 to 1</del> 100 to 1	<del>25 to 1</del> 100 to 1	50 to 1
1 -- Set of A-8's	14 to 1	4 to 1	4 to 1	4 to 1	5 to 1
A-A or 8-8 with only A-8 after split	3 to 1	4 to 1	<del>4 to 1</del> 20 to 1	<del>4 to 1</del> 20 to 1	4 to 1
A-A or 8-8 no split	3 to 1	4 to 1	4 to 1	4 to 1	4 to 1
Any A or 8 (first 2 cards)	3 to 2	2 to 1	2 to 1	2 to 1	2 to 1
Pair of aces or Pair of 8's and Dealer Blackjack	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1

**Source:** 41 SDR 7, effective July 29, 2014.

**General Authority:** SDCL 42-7B-4(3), 42-7B-7.

**Law Implemented:** SDCL 42-7B-4(3), 42-7B-7, 42-7B-15.

**20:18:15:30.15. Variations of the play – Bonus spin counts kustom blackjack.** Bonus Spin Counts Kustom blackjack is a standard blackjack game using six decks of cards with an optional bonus spin wager that gives players the opportunity to spin a wheel for a chance to win various fixed dollar amounts or a custom top prize (custom vehicle). The game shall be dealt and



played following the standard rules of blackjack in this chapter except as follows.

Prior to the start of each round of blackjack, each player may place the optional Bonus Spin Counts Kustom blackjack wager of five dollars on the designated spot on the table layout at the same time the player's primary blackjack wager is made and before any cards are dealt.

In order to win on the Counts Kustom side bet:

- A. Players must have an ace in their first two cards and are paid even money; or
- B. Players must have a blackjack in their first two cards (not after splits) and are paid the dollar amount or prize won from spinning the wheel at the end of the round.

(1) After all bets have been placed, the dealer will press "new game" then "begin game" on the interface to lock in the bets. The dealer will collect all Counts Kustom side bets ensuring the interface accurately reflects all bets made.

(2) The dealer will then deal all players and the dealer's first two cards.

(3) After the initial two cards are dealt, the dealer will stop and immediately register on the interface any even money winners with an ace or spin winners with a blackjack.

(a) For even money winners, the dealer will press the appropriate winning number spot one time which will display “even money” on the interface.

i. If a player has an ace in their first two cards, the player then will be paid even money. Players will be paid ten dollars at the beginning of the hand.

ii. Tap once on the appropriate winning number spot for any even money winners prior to payout.

iii. These bets are settled immediately after registering the winning number spot into the interface and prior to the hitting sequence.

(b) For blackjack winners, the dealer will press the appropriate winning number spot two times which will display “spin” on the interface.

i. When a player has a blackjack, the dealer will tap the interface twice in the appropriate winning number spot to signify that the player will get to spin the wheel at the end of the round. The dealer will register this into the interface immediately after delivering all players’ and dealer’s initial two cards. This will signify that the dealer will return to the player after the blackjack round is finished in order for the player to spin the

wheel. If there are multiple winning Counts Kustom blackjack bets, the automated button will be offered to the players from left to right of the dealer (as shown on the interface from position 1 to 6). The player will be paid the blackjack in normal hitting sequence, but the cards will be left in front of the player's betting spot and not collected until the player has spun the wheel at the end of the round.

ii. After the round is complete, the dealer will press "proceed to spins" on the interface. Then the dealer must press "press to enable" and the automated button will light up and is ready for use. The dealer will then offer the player the automated button to press to spin the wheel. In order to ensure the button is not mistreated, the dealer will gently extend the device to the players keeping it in the dealer's hands so that the player simply presses the button as opposed to slamming it.

iii. After the player presses the button, the dealer waits to see what dollar amount the spin lands on and pays out the Counts Kustom side bet the corresponding

amount. After the payout the dealer will press “winner paid” on the interface.

iv. When all bets are made for the next round, the dealer will press “begin game” and the next round will start by the dealer locking in and collecting all Counts Kustom side bets.

(c) If the wrong number spot or the incorrect payout is pressed, the dealer will simply tap the spot again until it is cleared or corrected.

(4) If there are no winners, then prior to the next round, the dealer will simply press “new game” on the interface, then “begin game” after all players have made their bets.

(5) If no Counts Kustom side bets are made, then the game plays as regular blackjack and the dealer does not have to use the interface.

(6) Verification of grand prize winner:

(a) The dealer will leave the winning hand on the table and call the floor supervisor.

(b) The floor supervisor will then notify surveillance and the pit manager.

(c) Surveillance will verify:

i. The hand was dealt properly;

ii. The five dollar Counts Kustom side bet was made;

- iii. The winning hand is a natural blackjack; and
- iv. The virtual wheel stopped on the grand prize.

Pay table:

<u>Hand</u>	<u>Bonus Spin Pay</u>
<u>Blackjack in first two cards</u>	<u>Car</u>
	<u>\$250</u>
	<u>\$200</u>
	<u>\$150</u>
	<u>\$100</u>
	<u>\$80</u>
	<u>\$75</u>
	<u>\$70</u>
	<u>\$65</u>
	<u>\$60</u>
	<u>\$55</u>
	<u>\$50</u>
<u>Ace in first two cards</u>	<u>2 for 1</u>

**Source:**

**General Authority:** SDCL 42-7B-7.

**Law Implemented:** SDCL 42-7B-4(3), 42-7B-7, 42-7B-15.

## **CHAPTER 20:18:16**

### **POKER**

#### Section

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**20:18:16:15.15. The play -- Ultimate Texas Hold'em.** Ultimate Texas Hold'em must be played according to the following rules:

(1) Ultimate Texas Hold'em may be played only on tables designated by the licensee for the play of Ultimate Texas Hold'em. A single deck of cards must be used. Posted table limits will take into consideration the additional wagers available so that a customer cannot exceed the \$1,000 bet limit. The rank of hands in Ultimate Texas Hold'em, from highest to lowest, is royal flush, straight flush, four of a kind, full house, flush, straight, three of a kind, two pair, pair, and high card;

(2) Each player must make at least one initial bet in the amount specified at the table by the retail licensee and must place the bet in either the Trips wagering area, ~~not to exceed \$100,~~ or both the ante and blind wagering areas, not to exceed ~~\$25 each~~ the posted table limits, in front of the player's position. The optional progressive bet is made on the sensor in front of the player's position. The trips wager and progressive wager are placed to play for hand value only; the ante bet is placed to play against the dealer; and the blind bet is placed to play for hand value and against the dealer. All bets may be placed if the player wishes to play all ways;

(3) Any dealer tip delivered as a wager may be placed on any one, or all, of the trips, ante, or blind bets, provided that the player has placed a



personal wager on the same hand. If a player continues play with a play wager, the dealer's tip ante may remain in play whether or not the player adds a play wager for the dealer;

(4) Immediately before play begins and after each round of play has been completed, the dealer must shuffle the cards. After all players have placed wagers, the dealer shall press the appropriate button on the keyboard. The sensors shall lock in the bet and light up, indicating a progressive wager. The dealer shall remove all progressive bets from the table. Following shuffle and cut, the dealer deals two cards to each player and to the dealer, face downward and one at a time in rotation among the players and the dealer. The first player to receive a card is the player to the left of the dealer; the dealer receives cards last or if a mechanical shuffling device is used, the five community cards are dispensed first, then two-card groups must be dispensed for every player, and the dealer is last;

(5) An incorrect number of cards dealt to a player or to the dealer is always a misdeal. An exposed card is not a misdeal. If the dealer exposes a card, the dealer turns the card over and continues dealing;

(6) Wagers are collected or paid in this order: play, ante, blind, and trips (if applicable). The optional progressive wager shall be collected prior to cards being dealt. The sensor shall stay lit during the round of play if a progressive wager was made and winning hands shall be paid at the completion of the round of play;

(7) Once a player looks at the two face down cards, the player has the option to check to see the flop, the first three community cards, or bet. If the player makes a bet, the player shall place an additional wager in an amount equal to 3x or 4x the ante in the play wagering area in front of the player's position and place the cards face down under the play wager. Once a player makes a play bet, the player is locked into the hand and must wait to see if the player beats the dealer's hand to be paid;

(8) After all players have acted, the dealer burns a card and exposes the flop, which is the first three community cards;

(9) The players who checked during the first round of betting shall be given the option to check again to see the next two community cards or bet. If the player makes a bet, the player shall place an additional wager in an amount equal to 2x the ante in the play wagering area in front of the player's position and place the cards face down under the play wager. Once a player makes a play bet, the player is locked into the hand and must wait to see if the player beats the dealer's hand to be paid;

(10) After all players have acted, the dealer burns a card and exposes the turn and river cards, which are the final two community cards;

(11) The players who checked during the second round of betting shall be given the final option to bet or fold. If the player makes a bet, the player shall place an additional wager in an amount equal to the ante in the play wagering area in front of the player's position and place the cards face down

under the play wager. Once a player makes a play bet, the player is locked into the hand and must wait to see if the player beats the dealer's hand to be paid;

(12) If a player has placed an ante, blind, or trips bet and does not wish to play, the player may fold and forfeit the ante, blind, and trips bet or bets after the turn and river. If a player already has at least a three of a kind or better the player shall be paid on the trips wager. After each player who wishes to fold has folded, the dealer collects the ante, blind, and trips bet or bets (if not a three of a kind or better) and the cards from each player who folded. As the dealer collects the folded cards, the cards are spread face down to count the cards and then placed in the discard rack;

(13) After each player has decided to play or fold, the dealer shall expose the dealer's two down cards and combine the cards with the five community cards and call out and show the best possible five-card poker hand that the players have to beat. Once the dealer has determined what the highest hand is, the dealer takes either of the following actions:

- (a) If the dealer does not have a qualifying hand, a pair or better, there is no action on the ante bets and the ante bets are returned to each remaining player; all remaining bets (play, blind, or trips) remain in action and shall be pushed, paid, or taken accordingly; or
- (b) If the dealer has a qualifying hand, the play and ante wagers are pushed, paid, or taken; the blind bet is either pushed,

paid on all straights or higher if the player beats the dealer or taken; the trips bet is always paid on all three of a kind or better or taken;

(14) If the dealer's hand is a tie with a player's hand, the play, ante, and blind bets are a push; however, the trips wager is always paid if applicable;

(15) Play and Ante Bets (if applicable): If a player's hand beats the dealer's hand, the player wins the ante and play bets, both of which are paid at the rate of 1 to 1. If the dealer's hand has the higher poker rank than the player's hand, the player loses both the ante and play bets. Tied hands are pushes;

(16) Blind Bets: If the dealer's hand beats the player's hand, the blind bet loses. If a player's hand beats the dealer's hand and the player's hand contains a straight or better the player wins the blind bet. The player is paid according to the following blind payment schedule, which must be included as part of the table layout:

Blind Payment Schedule				
	UTH-01	UTH-02	UTH-03	UTH-04
Hand	Blind	Blind	Blind	Blind
Royal flush	500 to 1	500 to 1	500 to 1	500 to 1
Straight flush	50 to 1	50 to 1	50 to 1	50 to 1
Four of a kind	10 to 1	10 to 1	10 to 1	10 to 1
Full house	3 to 1	3 to 1	3 to 1	3 to 1
Flush	3 to 2	3 to 2	3 to 2	3 to 2
Straight	1 to 1	1 to 1	1 to 1	1 to 1

(17) Trips Bets: If a player has a trips bet and the player's hand contains a three of a kind or better, the player wins, regardless of the dealer's hand. If the player's hand contains less than a three of a kind, the player loses. The player is paid according to the following trips payment schedule, which must be included as part of the table layout:

Trips Payment Schedule				
	UTH-01	UTH-02	UTH-03	UTH-04
Hand	Trips Bonus	Trips Bonus	Trips Bonus	Trips Bonus
Royal flush	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1	40 to 1
Four of a kind	30 to 1	30 to 1	30 to 1	20 to 1
Full house	9 to 1	8 to 1	8 to 1	7 to 1
Flush	7 to 1	6 to 1	7 to 1	6 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1
Three of a kind	3 to 1	3 to 1	3 to 1	3 to 1

(18) If the Ultimate Texas Hold'em progressive wager is offered and a player has bet on the optional progressive wager and the player's hand contains a royal flush the player wins, regardless of the dealer's hand. If the player's hand contains less than a three of a kind the player loses. The player is paid according to the following payment schedule, which shall be displayed on a table placard or video progressive sign:

	UTHP-01
Hand	Pays
Royal Flush - First 5 Cards	100%
Royal Flush - First 7 Cards	5%
Community Royal	3,000 to 1
Straight Flush	250 for 1
4 of a Kind	100 for 1
Full House	10 for 1

	UTHP-02
Hand	Pays
Royal Flush	100%
Community Royal Flush	1,000 to 1
Straight Flush	250 for 1
4 of a Kind	75 for 1
Full House	10 for 1

Multi Link Game Progressive Payment Schedule				
		PMG-01		PMG-02
		\$1 Wager amount		\$5 Wager amount
Hand	Pays	Envy	Pays	Envy
Royal Flush	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	

The original progressive wager may not be returned to the player. The envy and seed amounts adjust up or down accordingly with changes made to the wager amount:

- (a) Progressive winners:
  - i. The percentage pays are paid from the progressive jackpot shown on the progressive meter;
  - ii. Other hands are paid from the tray; these payments do not come off the meter;
  - iii. If a player has a progressive winner, the dealer shall press the appropriate button on the keypad. If the

button is pressed by accident, the dealer shall press the button again to turn it off;

- iv. If there is a progressive winner, the dealer shall contact a supervisor;
- v. If more than one progressive hand payable from the progressive meter hits at the same table during the same time, house procedures are then followed for paying the prize;
- vi. After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter-clockwise fashion;
- vii. After the dealer reconciles all action, the dealer shall press the appropriate button on the keypad. This action shall reset the system to begin the next hand and be logged into the progressive system.

(b) An envy bonus shall be paid as follows:

- i. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table has a royal or straight flush, each player who

made the progressive side bet wins the envy payout. A player that has a royal or straight flush and has not made the progressive side bet only receives the normal prize pay and does not receive any envy pay;

- ii. If a player's hand triggers an envy payout, the dealer shall leave that player's hand face-up on the table until all payments are made; and
- iii. The dealer shall pay any envy payout at the end of the round. If more than one player is involved in a qualifying envy payout, each player wins multiple envy payout;

(19) The provisions of §§ 20:18:16:21 and 20:18:16:31.01 do not apply to Ultimate Texas Hold'em.

**Source:** 36 SDR 22, effective August 18, 2009; 37 SDR 131, effective January 10, 2011; 38 SDR 172, effective April 23, 2012; 41 SDR 187, effective May 13, 2015.

**General Authority:** SDCL 42-7B-4(18), 42-7B-7.

**Law Implemented:** SDCL 42-7B-4(18), 42-7B-7, 42-7B-15.



## **CHAPTER 20:18:17**

### **SLOT MACHINE REQUIREMENTS**

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**20:18:17:02. Control program requirements.** A slot machine control program must test the slot machine for possible corruption caused by failure of the program storage media. Test methodology must detect 99.99 percent of all possible failures. The ROM must be tested at least once during a game cycle.

The program residing in the slot machine may be contained in a storage medium which is alterable through use of the circuitry or programming of the slot machine itself. If the storage medium is alterable, the following criteria must be met:

- (1) The slot machine shall authenticate all critical game files including executables, data, and operating system files which may affect the

game outcome or operation which reside on the medium. This authentication shall employ a hashing algorithm which produces a message digest output of at least 128 bits;

- (2) The message digest shall reside on a memory device within the slot machine. Message digests which reside on any medium other than ROM based mediums shall be encrypted, using a public/private key algorithm with a minimum of 512 bit key or an equivalent encryption algorithm with similar security approved by the commission;
- (3) The slot machine shall authenticate all files that affect game play, operation, or outcome upon the device being powered up or the first time the files are loaded, or both. This applies even if the files are partially loaded;
- (4) If there is a failed authentication, the slot machine must immediately go into a tilt condition and generate an appropriate log identifying the error with the time and date. This tilt condition shall require attendant intervention. The device shall remain in a tilt condition until such time as the proper steps have been taken to remedy the error and all files are authenticated; and
- (5) The slot machine shall be capable of displaying the message digest of any and all files on demand through the audit mode.

If the storage medium is alterable while residing in the slot machine, it must meet the following criteria in addition to the criteria set forth above:

- (1) May only be altered when the logic area has been accessed; and
- (2) May only be altered after being enabled to do so by some means approved and controlled by the commission.

The control program must check for corruption of random access memory locations used for crucial slot machine functions, including information relating to the play and final outcome of the ~~two~~ ten prior games, random number generator outcome, and any error states. These memory areas must be checked for corruption following game initiation but prior to display of the game outcome to the player. Detection of corruption is a game malfunction and must result in a tilt condition which identifies the error and causes the slot machine to cease further functions.

Slot machines must have the capacity to display a complete play history for the last ~~two~~ ten games played. The display must indicate the game outcome or a representative equivalent, bets placed, credits or coins paid, credits cashed out, and any tilt conditions.

Slot machines which use a bill acceptor shall retain in memory and be able to display upon demand the denomination of the last five bills accepted.

Slot machines which use a printer or slot machine wagering voucher acceptor, or both, shall retain in memory and be able to display upon demand

a dedicated history of the last thirty-five transactions. This history should note at least the following:

- (1) The date and time of the transaction. (The date and time is not required if storage of this information is built into the system's database);
- (2) The value of the transaction; and
- (3) The type of transaction; i.e., cashout, jackpot, or acceptance.

**Source:** 16 SDR 57, effective October 1, 1989, and July 1, 1991; 19 SDR 177, effective May 27, 1993; 26 SDR 92, effective January 16, 2000; 27 SDR 53, effective December 4, 2000; 28 SDR 24, effective August 28, 2001; 36 SDR 22, effective August 18, 2009.

**General Authority:** SDCL 42-7B-7, 42-7B-11(13).

**Law Implemented:** SDCL 42-7B-7, 42-7B-11(13), 42-7B-17, 42-7B-43.

**20:18:17:24.02. Monitoring of progressive slot machines and meter sign reconciliation.** During the normal mode of progressive slot machines, the progressive controller must continuously monitor each machine on the link for inserted coins and must multiply the coins by the rate of progression in order to determine the correct amounts to apply to the progressive jackpot. The progressive display must be constantly updated as play on the link is continued.

If On a weekly basis the operator uses a casino management system and has system internal controls that have been approved by the commission, a meter to sign reconciliation may be conducted on all linked and stand alone progressive sign amounts on a quarterly basis otherwise, reconciliation must be conducted on a monthly basis to ensure that the correct amount is displayed on the progressive sign and that the controller is functioning properly with all machines on a linked progressive. will record and document the sign amounts currently displayed for each progressive top award jackpot. This may be done by licensed gaming staff or accounting. Documentation will be forwarded to accounting for review. If the displayed sign value has decreased from prior recorded sign value, accounting will complete a meter-to-sign reconciliation to ensure the jackpot reset occurred correctly and that the displayed sign incremented accurately.

On a quarterly basis the operator shall confirm and document that proper communication was maintained on each slot machine linked to a progressive controller by either documenting a physical coin-in test or by a meter-to-sign reconciliation.

If after completing the required test a variance between the actual and expected progressive amount exceeds fifty dollars, the operator must attempt to identify any patron that was underpaid and pay the patron the additional amount. If each patron cannot be identified, the operator shall increase the

progressive sign amount by the amount of the variance. The operator is required to notify the commission of any variance that exceeds fifty dollars.

Weekly and quarterly procedures are not required for:

- (1) Wide area progressive jackpots managed by licensed manufacturers, or
- (2) Slot machines which have progressive functionality configured or embedded software within the slot machine's controlled program storage area.

All testing documentation shall be maintained for three years.

**Source:** 16 SDR 233, effective July 1, 1990; 21 SDR 98, effective November 30, 1994; 37 SDR 70, effective October 20, 2010; 40 SDR 121, effective January 6, 2014.

**General Authority:** SDCL 42-7B-7.

**Law Implemented:** SDCL 42-7B-7, 42-7B-11(13).